



YABBA DABBA DOO!

QSC 120



YABBA
DABBA
DOO!



QUICKSTIVA

COMMODORE 64

Fred Flintstone builds Bedrock!

From a desolate prehistoric landscape will emerge the beginnings of Bedrock. A true metropolis is about to be inhabited by world-famous celebrities -- the Rubbles, Bamm-Bamm, Snoots, Dino, Pebbles and more.

In order to create this caveman's paradise, however, Fred has to recruit help. Help is, of course, in the form of Woman. Fred's most important task, therefore, is to find Wilma, the object of his deepest desires, and persuade her to set up home with him. Fred realises that before Wilma will pay him any attention, he must build her a home.

Here's your chance to play a part in the formation of history. Help Fred build his house and win the heart of Wilma, thus paving the way for Bedrock as we know it today.

Here are a few pre-historic pointers to bear in mind;

The first screen consists of a desolate landscape which is to become the nucleus of Bedrock. You will see boulders scattered over the sand. These boulders will enable Fred to build his dream house. Smooth, round rocks are ideal building materials, whilst jagged rocks will prove a hindrance. Putting the roof in place will present a problem all of its own and will require a visit to Dino-Hire.

Certain creatures and rocks will try to get in Fred's way – pterodactyls and turtles are a particular hazard. Fred must also be mobile, so help him find a car so that he can venture further afield to find more rocks and hopefully run into Wilma at the same time (Wilma is often to be found at the Burger Bar or the Drive-in).

Be careful of Fred's neighbours. Whilst he's away they will start building homes too. The quicker Fred builds the higher his score will be.

Above all, keep a close eye on Fred's energy level (this is denoted by the bird pecking at the stone slab). Running away from pterodactyls will lower his energy count whilst a meeting with Wilma will boost his energy sky-high.

Watch the red heart at the corner of the screen – the harder it pumps when he meets Wilma the more chance of success he has in persuading her to become his caveperson.

How will you know when you have won? Easy – the heart will pump really fast and Wilma will follow Fred home in true prehistoric fashion. A high score helps too!

Instructions for play

Loading instructions:

Press shift and run/stop keys simultaneously.

Keyboard controls;

Left = L; Right = : (colon); Up = Run/stop;

Down = CBM key; Fire = Space; Pause = F1

Joystick controls;

Left, right, up, down, fire.

Fire on both keyboard and joystick = run, pick up or drop rock, jump in or out of car. At the screen edge, left moves Fred on same street and one screen to the left: left and up moves Fred to the next street nearer the mountains, left and down moves him to the next street further away from the mountains. Similarly, right with

up or down moves Fred nearer or further away from the mountains.

Sliding scales; The top scale represents Fred's energy level – the more Fred runs the lower his energy level becomes. Fred stops running when the scale hits zero. At this point only Wilma can boost his energy. The lower scale shows how many times Fred has been hit or bitten by pterodactyls, turtles or dinosaurs. Once this scale reaches zero Fred loses a life.

To build the house; First clear the site by taking all flat rocks and dropping them into the tip. Then help Fred build the house by placing the correct rocks into the house plot. If you have the rock in the right place, a section of Fred's house will appear. The house is finished when the chimney has been placed on the roof.

To build the roof; Fred will need to hire a dinosaur with a scaled back in order to place the roof on the house. Fred will only be able to enter the Dino-Hire when he has enough money in his pocket to pay for the hire of a dinosaur. Guide Fred to work at the quarry so that he can earn some money. A \$ sign will appear on the screen when Fred has earned enough.

Having completed the building of the house and provided Fred has had enough successful encounters with Wilma, she will fall in love and follow him home.

Scoring;

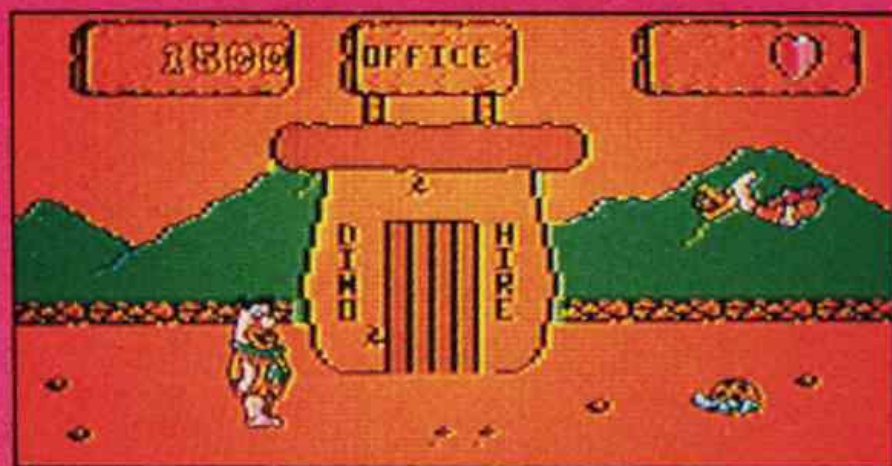
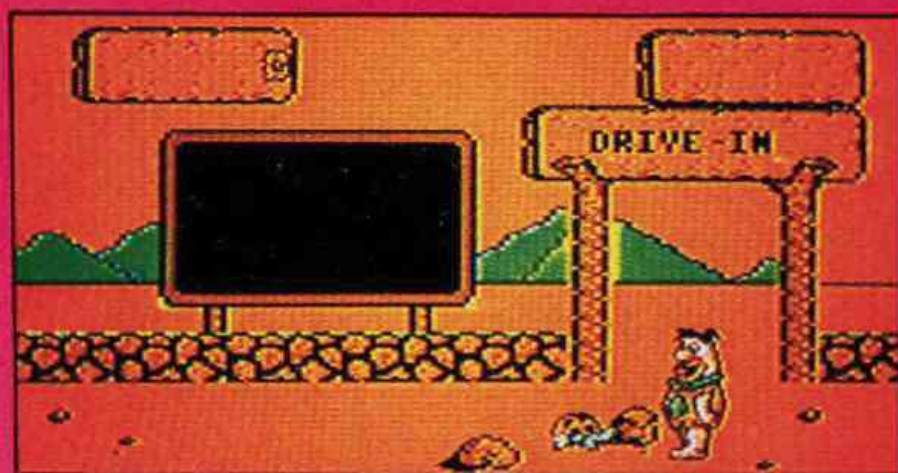
Tipping a flat stone into the tip	=	15
Building a house segment	=	200
Contact with Wilma	=	1,500
Building Fred's house before the rest of Bedrock is built	=	5,000



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Prehistoric courting at its best!

Fred Flintstone has a problem. In order to complete his nuptials with the delectable Wilma, he needs to build her a home. The woman of his dreams is heavily into property and until Fred gets his building act together, marital bliss will continue to escape him!

Be a pal and help poor old Fred to woo the house-loving Wilma in this multi-screen all-action arcade adventure. After all, it should be EASY to stick a few rocks together... shouldn't it?

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